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FOR

# TRICK STYLE™



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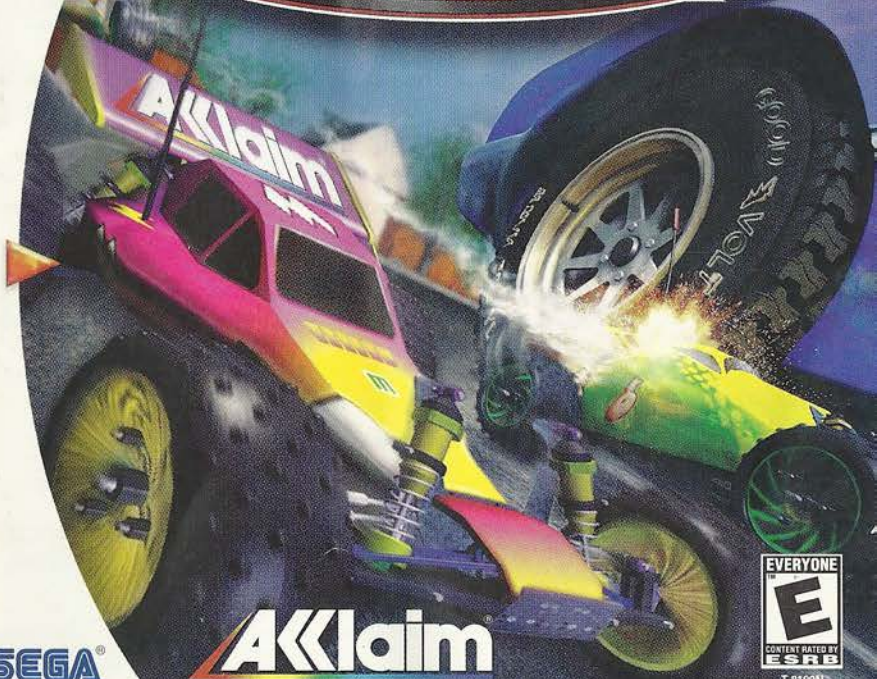
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T-8109N

## **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

### **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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# LOADING

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Insert your Re-Volt Sega Dreamcast Specific Disc into your Sega Dreamcast console.
2. Plug your Sega Dreamcast Controller into Controller Port A.

**Note: Re-Volt is a 1 to 4 player game\*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.**

3. Switch on the power to your Sega Dreamcast Unit.
4. You will be prompted to select a VMU on which to save your progress in the game. Each saved game requires 22 blocks of memory. If you do not have a VMU or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

**While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.**

**\*Purchase additional controllers (sold separately) to play with two or more people.**

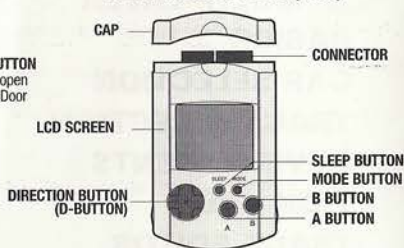
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## SEGA DREAMCAST HARDWARE UNIT



**CONTROL PORTS**  
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D.** Use each port to connect controllers for players 1 to 4 respectively.  
**NOTE: CONTROL PORT can also be referred to as PORT.**

## VISUAL MEMORY UNIT (VMU)



Never disconnect the VMU/VMs while performing a battle or exchanging data when connected to another VMU/VM. Also note that leaving two VMU/VMs connected for a long period of time will considerably shorten the life of the batteries.

# INTRODUCTION

For years, Toy-Volt has been producing toys and games for children all over the world. Within months of introducing their first products, Toy-Volt shot to the top! No one could put their finger on exactly what it was that made the toys so popular. Sure, they employed the best designers and marketers in the world, but there was something else about Toy-Volt toys, something almost...magic.

With their latest product, it appears that they've used a little too much of that special something, because the radio controlled cars just off the production line have gained minds of their own! Escaping from the shelves that held them prisoners, the R/C (radio controlled) cars have escaped into the real world, and they're heading your way! Brand new models, old favorites, even some experimental prototypes—the entire product line of R/C cars from the fine folks at Toy-Volt has come out to play! They're causing plenty of chaos as they test their new-found freedom! You'll be racing inside, outside, upside down and backwards!

These R/C cars are fast and spunky, each with different qualities and looks. As you progress, you'll unlock more and more cars to race and more and more courses to race on! Of course, sometimes the Toy-Volt cars don't play nice, making for lots of lightning fast laps where you've got to fight oil with oil and ball bearings with ball bearings!

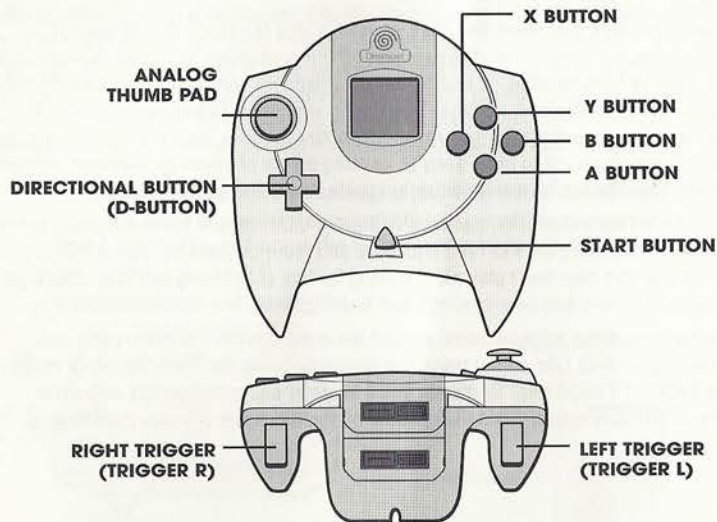
You'll be racing around the neighborhood, around the supermarket—to places you only dreamed of racing an R/C! Like on the track you dream up using the Track Editor. Or maybe on the pitching decks of a huge ship! Or maybe you'll be good enough to unlock a Reverse Mirrored Track! But why waste time talking about all the fun when you can start having it?!

# MENU CONTROLS

**A BUTTON** to Accept

**B BUTTON** to Cancel

**DIRECTIONAL BUTTON** to move cursor



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Doing so may disrupt the controller initialization procedure and result in malfunction

At the title screen, press the **START BUTTON**.

The **Main Menu** will appear with these choices:

<b>Start Game</b>	Let rubber rule, Rocco! See Game Modes (pg 7) for details.
<b>Best Times</b>	See which player rules at Re-Volt.
<b>Progress Table</b>	View comprehensive game data, including tracks won and unlocked, cups won and Stunt Arena stars collected.
<b>Options</b>	Visit here first to set up Re-Volt the way you like it.
<b>Track Editor</b>	Create new custom tracks or edit previously saved tracks. See page 16 for details.

## OPTIONS

To set options, press **UP** or **DOWN** on the **DIRECTIONAL BUTTON** or **ANALOG THUMB PAD** to highlight an option category, and the **A BUTTON** to go to that menu. On the menu, highlight an option and press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON** or **ANALOG THUMB PAD** to cycle settings. When done, press the **B BUTTON** to return to a previous menu.

### GAME SETTINGS:

<b>Number of Laps</b>	Choose to race for 1-8 laps.
<b>Number of Cars</b>	Choose to play with 2-12 cars.
<b>Random Cars</b>	When <b>ON</b> , cars are randomly selected by the computer.
<b>Random Tracks</b>	When <b>ON</b> , tracks are randomly selected by the computer.
<b>Pick Ups</b>	Choose to play with pick ups <b>ON</b> or <b>OFF</b> .
<b>Speed Units</b>	Choose to have the on screen speed display show MPH (miles per hour), Scaled (units are scaled to match car size) MPH, KPH (kilometers per hour), Scaled KPH or FPM (feet per minute).
<b>Mode</b>	Choose between Arcade or Simulation Modes.
<b>Clear Progress Table</b>	Clear the current Progress Table. Be careful! All progress will be lost.

## AUDIO SETTINGS:

- In-Game Music** Choose either **ON** or **OFF**.  
**Speaker Type** Choose stereo or mono.  
**Music Volume** Set music volume from 0-100 (in increments of 10).  
**SFX Volume** Set sound effects volume (same set up as music volume).

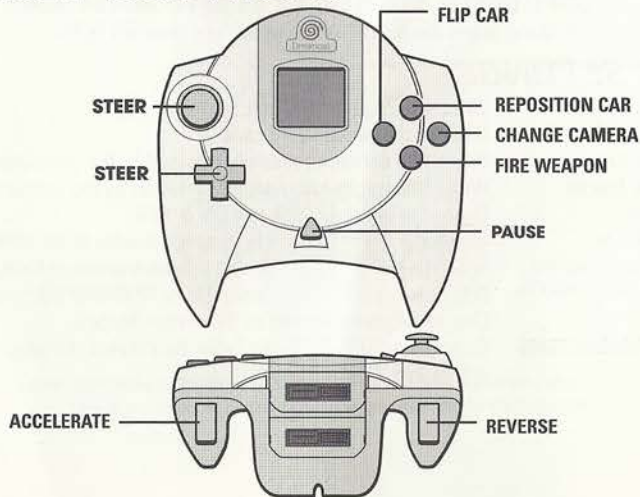
## VIEW CREDITS:

Loads the credits sequence so you can see the huge list of talents who made this title possible. Press **START BUTTON** to return to the main menu.

## VIEW GALLERY:

Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON** to view special images from the developer. Press the **B BUTTON** to return to the menu.

## DEFAULT CONTROLS



## GET READY

### Name Entry

Enter your player name using the giant name wheel. When your name is complete, press the **START BUTTON**. All set? Good.

## GET SET

Now it's time to choose your car. To select your car, simply press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to cycle through the available cars, then press the **A BUTTON** to select. Note that other cars will be "unlocked" as you progress through the game.

## GO!

Okay, you've entered your name and chosen a car.

In Championship mode, you must compete on the tracks presented. In all other modes, however, you get to select the track of your choice. Do so by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to cycle through the available tracks, then pressing the **A BUTTON** to select it. Press **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to choose a Mirror or Reverse version (if unlocked) of your selected track. NOW it's time to race!

## GAME MODES

### SINGLE RACE

A single player can compete in a single race on the available courses and cars of his or her choice. A single race can be between 1 and 8 laps. At the end of a race, choose to race again, view replay or return to the main menu. Unlock extra cars by finishing first on all the tracks in any one class! See Multiplayer for details on the Multiplayer Single Race.



## TIME TRIAL

How fast is fast enough? Find out in Time Trial mode, where you compete to beat the challenge time around the track and unlock cool reversed, mirrored or reversed tracks to conquer! If you get the best time on the track, you'll be the new record holder.

## CHAMPIONSHIP MODE

Championship Mode offers a career's worth of racing! You begin by trying to win the Bronze cup. If you master that, you continue on to the Silver, Gold and Platinum Cup series. When you win a cup, you open up new tracks and new cars! To progress from one race to another in a Championship you must finish in a top three position. If you fail to do this then you can try again, but you only get a maximum of three tries. When you finish a race, you are awarded Championship Points depending on your position. If you finish third or higher in all the races then you will get to the winners' podium. Only by finishing in the top position in the Championship Table can you unlock the next cup!

## PRACTICE

Practice lets you try a variety of cars and tracks and master the idiosyncrasies of R/C controls without time limits, opponents or pick ups to distract you. Use practice to unlock new cars by collecting stars in the Bronze, Silver, Gold and Platinum Cup courses.

## STUNT ARENA

The Stunt Arena is where you can show off all your R/C racing skills, and you'll need plenty of them to collect all 20 of the stars which are hidden about the arena. It won't be easy! You'll find that you need some of the faster cars to collect some of the stars, but don't despair: the game keeps track of your progress when you exit or re-enter the Stunt Arena, so keep at it until you grab all 20 stars. Once you do, you'll unlock the very special secret that only the elite racers enjoy!

## MULTIPLAYER

What have we here? Battle arenas where the fastest and fittest triumph over the clumsy and clueless on special tracks designed for maximum fun action!

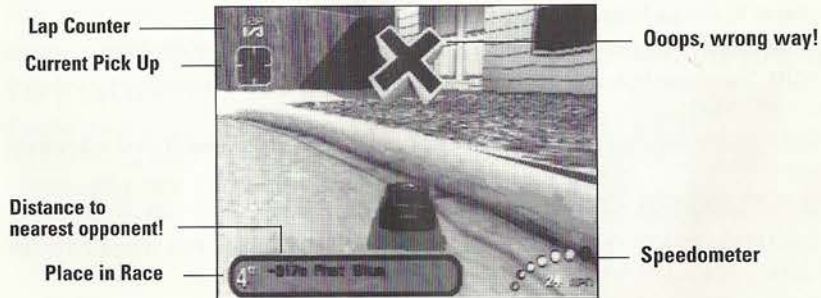
**SINGLE RACE:** Up to 4 players can compete in a single race.

**BATTLE TAG:** Up to 4 players can compete in a Battle Tag. The game itself is easy to understand. Each competitor has a clock with two minutes displayed on it. At the start of the battle, each competitor must drive around the arena looking for the hidden star pick up. Whoever collects it becomes 'it' and their clock starts counting down.

Now every other competitor must try to tag the 'it' car. On contact with another car, the clock stops ticking down and the clock of the car that has become 'it' begins to count down.

The winner is whoever gets their clock to count down to zero first, but the match continues until there is just one car left: the undisputed loser!

## BASICS THE SCREEN



**Views** You can change camera views at any time to get the view that's most comfortable for you. Press the **B BUTTON** to toggle through 3 camera views: In-car Cam, Follow Cam and Chase Cam.

**Instant Replay** Say, that was a grand explosion going around that turn, eh? If you'd like to relive these thrills, at the end of the race press the **START BUTTON**, select View Replay and press the **A BUTTON**.

## CAR SELECTION

You begin the game with a selection of ROOKIE cars. AMATEUR, ADVANCED, SEMI-PRO, and PRO cars are unlocked as the game progresses, when cups are won and various other tasks are completed.

## CLASS

There are two classes of vehicle: Electric class, powered by batteries, and Glow class, powered by gas engines.

**Each car has various parameters which are related to the way they handle:**

**SPEED** The top speed the vehicle can achieve. Note that top speed can be temporarily increased by using a Turbo pick-up.

**ACCELERATION** How quickly the vehicle can reach its top speed from a standstill.

**WEIGHT** The weight of the car (measured in kilograms) usually has a bearing on the vehicle's acceleration and grip.

**TRANSMISSION** Vehicles in Re-Volt can be four wheel drive, front wheel drive or rear wheel drive.

## TO SELECT A CAR:

- Press **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to toggle through the available cars. Take time to view each car's characteristics.

- Press the **A BUTTON** to select a car. Press the **B BUTTON** to cancel your selection.

## TRACK SELECTION

### TRACK TYPES

There are two types of tracks: Race Tracks and Battle Tracks (Battle Tag only). The tracks available depend on your racing skill. You begin with a certain number of tracks, and unlock additional ones by finishing no lower than third place in Championship mode.

### SPECIAL TRACKS

When certain tasks are accomplished in Re-Volt, mirrored (everything is opposite), reversed (the track begins where it used to end) and reversed-mirrored (opposite and backwards) tracks are available for extra challenge. To select a reversed or mirrored track once it's unlocked, press **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** when you have the track you want to reverse or mirror selected.

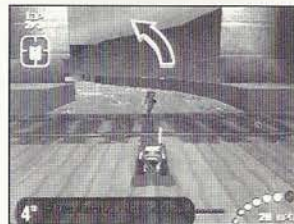
### ENVIRONMENTS

In most environments, you're not limited to staying on the tracks — you can drive anywhere you dare to! Sometimes this will cut seconds off your race time, but at other times, it will lead you to catastrophe. You've got to explore your worlds to conquer them! Most environments have a number of different tracks and areas to master. In Championship mode, you race on tracks from different environments in the order in which they are presented.

**HERE ARE SOME OF THE GREAT AREAS YOU CAN COMPETE IN!**

### TOY WORLD

At night, the toys take over Toy World in a lightning-fast race. You'll be driving over synth keyboards, blocks and beach balls throughout the store. You'll find fun an amazing array of distractions, so keep your eyes open and your fingers ready for anything!



## MUSEUM

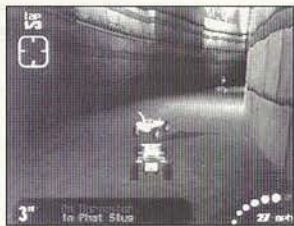
Sure, museums can be a great big yawn, but boy those marble floors would be perfect to race on, right? That's what the escaped Re-Volt cars say! And they're ready to rip-roar through the night and shake the must and dust of yesteryear, including mighty dinosaurs, Egyptian artifacts—even stuff from outer space! There are plenty of hazards about for an R/C car, too. Escalators and janitor's buckets are just two of the dangers...

## NEIGHBORHOOD

It's a beautiful day in the neighborhood, all right—beautiful for R/C racing! No lawn is immune from wily racers, no pavement likely to remain unmarred by the skid marks of frantic racers enjoying a wonderful day in suburbia! Of course, humans leave all kinds of objects and obstacles around, so be prepared for quick moves and strange goings on!

## SUPERMARKET

The excitement continues as night falls on suburbia. A supermarket is a dandy spot to hold a race! Miles of aisles and plenty of natural obstacles like bottles, crates, automatic doors, shopping carts—even the produce section provides plenty of Vitamin R to build strong racing skills 12 ways! Even if you hate shopping, you'll love racing through this market!



## BOTANICAL GARDENS

Ah, the scent of lilies, roses and lightweight motor oil! A more beautiful setting for the Fleur de Lis Grand Prix can hardly be imagined. The Calla lilies are in bloom, and so is bumping, bouncing racing action as the pebbles and petals fly!



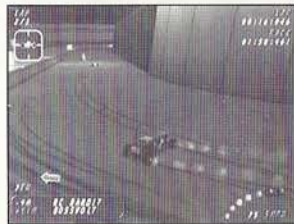
## GHOST TOWN

The road to dusty doom is right this way, pard! When the tumbleweeds are a—tumblin' best be ready for some ranch—style racing that'll curl your whiskers as you rev into 4WD action that's more fun than a goldstrike! Watch out for varmints and natural wonders that can cause you a peck o' trouble and you just might come out a winner!



## ROOFTOPS

In stark contrast to the traffic jams in the metropolis below, the R/C racers tear around the roofs of the city's skyscrapers. Daredevil jumps from roof to roof will take your breath away — but don't look down!





## PICK UPS

If you're playing with pick ups ON (you can turn them OFF under Game Setting Options), you're in for extra thrills and challenges. Winning is all that matters, even if it means bending the rules a little. The pick ups that can be found around the environments in Re-Volt give the cars the opportunity to create some serious havoc to the other racers. Just take a look!



### **PICK UPS TAKE THE SHAPE OF A RED AND YELLOW SPINNING LIGHTNING BOLT.**

Drive over the lightning bolt to collect a pick up. Once collected, all the available pick ups cycle around in the top-left corner of the screen until finally stopping randomly on the active weapon. Note that you can carry only one pick up at a time; you must use it before you will be able to pick up another one. There are 10 different types of pick ups available in the game.

All pick ups are activated by the player (by pressing the **A BUTTON**), except for the bomb (see below) which is activated instantly when collected.



**SHOCKWAVE** - A blue ball of electricity shoots from the front of the car, sending any cars in its path flipping into the air.



**FIREWORK** - Fires a single rocket with limited homing capabilities ahead of the car, continuing until it hits a wall or an opponent.



**FIREWORK PACK** - A pack of three rockets, individually working as above.



**ELECTRO PULSE** - An electric current hums over the car. When another car is in close proximity, a bolt connects the two and the victim's power is temporarily cut.



**BOMB** - When the bomb is collected, the car's antenna starts fizzing down like a fuse, and the body of the vehicle turns black. When the fuse reaches the bottom, the car blows up! If another car is touched before the fuse burns down, the bomb is transferred.



**OIL SLICK** - A pool of oil is dropped on the floor directly behind the car. Each tire that is driven through this pool of oil temporarily loses traction.



**WATER BALLOON (PACK OF 3)** - A water filled balloon is hurled from the car. On impact with the floor (or opponent) it bursts, effecting the grip of all vehicles in the immediate vicinity.



**BALL BEARING** - An extremely heavy ball bearing is dropped from the rear of the car, knocking anything in its path out the way.



**CLONE PICK UP** - When the clone pick up is activated, a lightning bolt identical to a regular pick up is dropped on the floor. If any other drivers are deceived and try to collect the clone pick up, they will soon learn the error of their ways—it explodes on contact!



**TURBO BATTERY** - When activated, this briefly increases the car's top speed by 10%.



**SECRET STAR/GLOBAL PULSE** - These secret stars are hidden on each track in Practice mode and also in the Stunt Arena. When collected, special things are unlocked in the game. In other race modes, the secret star works as the Global Pulse weapon. When activated, the Global Pulse briefly robs all other cars of power, making it a dandy catch-up device. When they are collected special things are unlocked in the game.

## TRACK EDITOR

Here's something special for you to toy with: a track editor, where you can construct your own custom tracks from over 25 pieces, save them, then import them into Single Race, Time Trial or Practice modes. A memory card is required to save or export your creations.

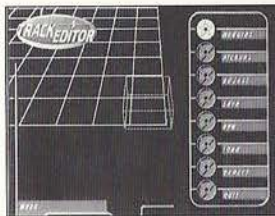
After selecting Track Editor, select New Track to create a track from scratch, or Load Track to load in a previously saved track to edit.

### NORMAL MODE (PLACING MODULES)

UP/DOWN/RIGHT/LEFT ANALOG THUMB PAD	= Move cursor
A BUTTON	Place module
UP/DOWN DIRECTIONAL BUTTON	Raise or lower cursor module
LEFT AND RIGHT TRIGGER	Rotate viewpoint 90° clockwise/counterclockwise
X BUTTON	Rotates the module on the track
B BUTTON	Erase module under cursor
Y BUTTON	Pick up copy of module under cursor
LEFT/RIGHT DIRECTIONAL BUTTON	Next/previous variant of cursor module
START BUTTON	Show/Hide menu
X+Y TOGETHER	Help Menu
LEFT/RIGHT DIRECTIONAL BUTTON/ANALOG THUMB PAD	Toggle texture

### MENU MODE

UP or DOWN DIRECTIONAL BUTTON/ANALOG THUMB PAD	Move highlight
A BUTTON	Select menu item
B BUTTON	Cancel menu



## TRACK EDITOR MENU

Press the **START BUTTON** to bring up the Track Editor Menu (pressing the **START BUTTON** again will hide the menu/return you to the placement function). Press **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to highlight an edit mode and press the **A BUTTON** to select it. The menu will then display the options for the selected mode.

### THE TRACK EDITOR MENU FEATURES THESE ITEMS:

**MODULES:** This menu shows a variety of track units that can be placed on the grid.

**PLACING UNITS:** Press **UP** or **DOWN** on the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to scroll to the desired unit. Some units come in either sand or dirt, indicated by an icon next to the unit name. Press the **LEFT** or **RIGHT DIRECTIONAL BUTTON/ANALOG THUMB PAD** to toggle between the two surfaces. Press the **START BUTTON** to select the desired unit. The menu will recede and the selected unit will appear on the grid at the currently active square.

- Adjust the orientation of the unit by pressing the **X BUTTON**.
- Adjust the height of the unit by pressing **UP** or **DOWN** on the **DIRECTIONAL BUTTON**.
- Adjust the rise or dip of a unit by pressing **LEFT** or **RIGHT** on the **DIRECTIONAL BUTTON**.
- Rotate the map by pressing the **LEFT/RIGHT TRIGGERS**.

The last unit selected remains the active unit, so you can place another identical unit by simply pressing the **A BUTTON**. Use the **ANALOG THUMB PAD** to select the square you wish to place the unit on. To place a new (different) unit, return to the module menu and select and place as described above. Continue until you have created a valid track you are happy with. You can then save your track. A valid track is an unbroken one with smooth joins and one starting unit. You will be warned if your track is invalid.

**PICKUPS:** Selecting this item will return you to the Track Editor screen where you can place a pickup over any track unit. You will see two lines, one white vertical and one white horizontal. A random pickup will be placed at the intersection of the two lines when you press the **A BUTTON**. You can move the target where the white lines meet with the **DIRECTIONAL BUTTON/ANALOG THUMB PAD**.

**ADJUST:** You can adjust the overall position and resize the grid area of the current created track.

**RESIZE GRID:** Use the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to expand or contract the grid area in any direction.

**REPOSITION TRACK:** Hold the **A BUTTON** while pressing the **DIRECTIONAL BUTTON/ANALOG THUMB PAD** to reposition the track on the grid.

Press the **START BUTTON** to return to the Track Editor unit placement screen.

Note: Press the **B BUTTON** to clear the current track unit (the one under the cursor).

**SAVE/NAMING YOUR TRACK:** After selecting Save, the name input window will appear. You can enter a name by highlighting a character and pressing the **A BUTTON** to input it. To delete a character, press the **B BUTTON** or highlight the back arrow and press the **A BUTTON**. When you're satisfied with your track name, press the **START BUTTON**. The track will be saved. A saved track requires at least 7 blocks of memory. Saved tracks can be edited, but you must Export a track in order to race on it. **Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.**

**NEW:** Selecting New will clear the current unsaved track and allow you to start a new one. You will be asked to confirm that you wish to do so.

**LOAD:** Load a previously exported track to race on in the game. To do so, scroll to the desired track and press the **A BUTTON**. The selected track will load. You can now edit this track. To race on an exported track, you must access it from the Main Menu.

**EXPORT:** This option allows you to export your track to race on in the game. A VMU is required to export your track, and you must have at least 7 free blocks. Once you've selected this option you will be asked if you want to export the track at double size (select YES or NO). Selecting YES will double the size of your track, making for extra racing fun!

Once you've made this choice, the track is stored on your VMU and on entering the game you will be able to select your track!

**QUIT:** Leave the track editor and return to the Main Menu. You will be prompted to save your data. If you choose not to, any unsaved changes will be lost.

**TROUBLESHOOTING:** If your track is not valid, a warning will appear. Pressing the **A BUTTON** will take you to the last valid unit, which will be flashing. This means that the next unit in order is invalid and must be adjusted or replaced with a valid unit. Continue to place/adjust units correctly until you have created a valid track.

Some reasons for an invalid track warning: You're missing a Start Grid, a unit is too high or low, is facing the wrong way or otherwise doesn't make for a smooth join. Try using the **X BUTTON** to re-orient the unit, or try the **DIRECTIONAL BUTTON** to adjust the height, etc. Try your save again. If this fails, you need to place a different unit in that space. An exported track is now available to race on.

## HINTS AND TIPS

- Choose your driving line carefully. Following the racing line can knock seconds off your lap time. Examine the replays and watch the Computer cars to learn from your mistakes.
- Make use of the time-trial and practice modes to learn the layout of the tracks.
- When tackling a corner, "Brake in; Power out". (i.e., slow down before the corner in a straight line and accelerate through it).
- To send the car into a power slide, tap decelerate to set the car sliding and turn the wheels in the direction you wish to turn. Then accelerate through the slide, keeping your wheels pointing in the desired direction of travel.

**(Note: This is a tricky maneuver whose difficulty depends drastically on the handling characteristics of your chosen car).**

- Allow plenty of time to line up for jumps. The straighter you take the jump, the better your chances of landing it correctly. Which leads on to...
- When landing from a jump, keep your front wheels aligned with the direction of

travel until all four wheels have made contact with the floor. This will increase your chance of successfully navigating the larger jumps without spinning out.

- When you have mastered safe jumping and power-sliding, try taking jumps and landing in a powerslide. This one really impresses!
- Remember: the more time you spend in the air, the less time your engine has to keep you up to speed. Often the longer, but flatter routes are quicker than the shorter routes which require you to navigate a series of jumps.
- Corners on hills can be tricky (particularly when going downhill). Choose a driving line that is as straight as possible and avoid any hard-cornering maneuvers.
- Weapons (which can be switched off) can be particularly handy. Some can be used to help you gain the lead and others will help you maintain it, but be careful—the more cunning R/C's have already figured this out for themselves...

*Special thanks to Chris Caulfield for these R/C insights.*

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